HELFER & BAKER

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ANNUAL

A G E N T S

UBLISHOR IAL

Barbara Kesel is sitting on the other side of my desk talking eagerly and quickly, her face aglow with excitement. These days, I tend to attribute such radiance to the fact that only three months ago Barbara married inker Karl Kesel. The honeymoon clearly isn't over yel, but right now her passion is reserved for something else, the phenomenon that's come to be known as gaming.

Like all editors at DC, Barbara is passionate about comic books. And this year, she's been able to combine both ardent enthusiasm, comics and gaming. Under her aegis, DC will soon be bringing out comics based on TSR's nowfamous games, DRAGDNLANCE, ADVANCED DUNGEONS AND DRAGONS, and GAM-MARAUDERS.

It was sales and marketing vice president Bruce Bristow who actually championed this idea. Bruce is out in the real world more than most of us and he returned from one ot his journeys with the inspiration, let's create comics based on faritasy games. Barbara was assigned the project because she's been a dedicated gamer herself, playing, during the peak of her involvement, two days a week and preparing tor the games the other five.

Says Barbara, speaking from experience in both comics and gaming: "A lot of the gamers I've met fit the same mold as comic book people-overly intelligent and sensitive people looking for an outlet.'

Barbara got Involved in gaming when she was twenty, but role-playing games had been around since the middle of the 1970s. That's when Dungeons and Dragons, the grandfather of today's role-playing games, was invented.

'Basically these games are created,' Barbara explains, "so that people fond of war-gaming or board-gaming will have an opportunity to act out their fantasies. Suddenly, you're not General Lee leading the troops, you are Magnus the Mighty facing the dragon."

Winning is not an appropriate concept tor role-playing games, but there are statistics that help you compare your creations to others. In addition, you can chart your progress as the characters you play gain in experience and are able, as a result, to acquire more weapons, more skills, or more spells. Interestingly, says Barbara, "progress in the game is based not only on how well you detect monsters and solve traps but on how well you stay in character.

"The game board in a role-playing game is made up in partnership," Barbara continues. Sometimes you map out every square inch in the city, sometimes it's more hazy. A verbal environment is often created. And the point is for you to have a character that you play as though you were an actor.

'You have a character who is a Gamemaster and he or she sets the parameters for the games. In a circle of gamers, each player will likely have a notebook full of characters that he's invented. Or, in gaming lingo, you can use random rolling, the whole process of creating a character from the roll of the dice."

Dungeons and Dragons, the first of the roleplaying games, was heavily influenced by J.R. Tolkien. Advanced Dungeons and Dragons is a more complex and adult variation of it. The comic book version of Advanced Dungeons and Dragons will be written by Michael L. Fleisher and drawn by Jan Duursema.

DragonLance operates under the AD&D (Advanced Dungeons and Dragons) gaming system. DragonLance features the world of Krynn complete with good dragons and bad dragons, old wizards and magic, and the Grand Queen of Evil, etc. In DragonLance we are convinced of two insights: 1) the triumph of evil is not inevitable, and 2) things are not completely good or evil no matter what they're named.

Barbara surmises that "The creators of DragonLance must have sat down and said, 'let's do a real world with real characters'." The DC comic book based on DragonLance (written by Dan Mishkin and drawn by Ron Randall and Randy Elliott) will weave in and out of the time line of the Dragonlance Novels that came out concurrently with the DragonLance Game. Similarly. DC will use some of the original DragonLance characters but has added its own. We're not, Barbara assures me, recapitulating the DragonLance Novels.

Finally, in our third comic book, GAM-MARAUDERS (written by Peter Gillis and drawn by Martin King), we are, according to Barbara, 'using the board game as a staring point and helping TSR make up the world as we go. It's glant monsters meet 1950s chrome cars and become part of the something new."

Look in your comic book shop for DRAGDN-LANCE in August, ADVANCED DUNGEDNS AND DRAGDNS in Dctober and GAMMARAUDERS in November, Look in your comic shop, too, for the games themselves. If you can't find them there,

check bookstores and gaming shops.

There was a word, "synergy," that was very popular in the 1970s. Loosely, it was used to talk about companies or projects or people who had so much in common that each part fed and energized the other. That's who we feel about working with TSR, the company that created AD&D, DragonLance, and Gammarauders. It amazes us how similar we are to TSR or how alike our readers and their gamers are. Gamers even have conventions, as we do, where the equivalent of our star artists and writers are their game designers and the best of their Gamemasters.

As Barbara says: "One of the things I discovered when I went to TSR was that I knew these guys. They may have had different faces and different bodies but I knew them."

If you're a gamer, we feel strongly that you'll want to read the DC comics based on role-playing games. If you're a comic reader, you may want to try gaming and we can't think of a better way to be introduced than starting with a comic book based on gaming parameters. Pick up DRAGDNLANCE, AD&D, and GAMMA-RAUDERS. Then let your imagination loose.

BE SURE TO PICK UP DRAGONLANCE #1-ON SALE NOW!

THE PRISDNER 1

Dean Motter returns to the Village and the life of Number Six-20 years later! A four-part mini-series. *

THE SHADDW ANNUAL 2

A retrospective of the Shadow's career -all to discover the meaning of his last words! ◆▶▲

LEGION OF SUPER-HEROES 53

Mon-El begins his quest for the last Psion while the Emerald Eye undertakes a quest of its own!

ACTION COMICS WEEKLY 621

Joe Dilando and Blackhawk start off the issue, teaturing Deadman, Wild Dog, Blackhawk, Superman and the Secrel Six.

BATMAN 426

"A Death in the Family Begins" and you decide who lives and dies-plus . . . The Joker!

CAPTAIN ATDM ANNUAL 2

Captain Atom invades the Dueen Bee's Bialya with Rocket Red, Sarge Steel and Major Force on his side!

SECRET DRIGINS 33

Beginning a three-part look at the origins of the JLIers-this month: Mister Miracle, Green Flame and Icemaiden.

DRAGONLANCE 1

Beginning the DC/TSR line as we present all-new stories set in this fantasy realm!

HAYWIRE 3

The search for a killer continues . and Haywire confronts the female fury named Nightlash!

HELLBLAZER 12

The truth about the Newcastle incident concludes and Constantine Is let to ponder his future.

TAILGUNNER JD 4

Cybernetic showdown at the I/D corral: Tailgunner and Jo versus the Improv-X!

DEADSHDT 2

Deadshot begins the search for his son as other mysteries unfold and the hitman Pantha finds Deadshol.

GREEN ARROW 11

Green Arrow and Shado are on the run from the Yakuza starting in Hawaii and ending . . . who knows where?

SUPERMAN 24

Kerry Gammill joins on as penciller in time for the return of Rampage. Superman has his hands full this month!

N

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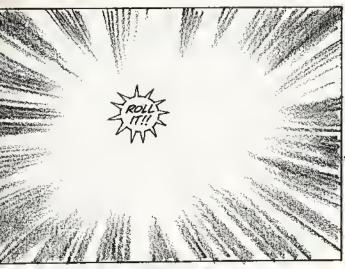
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THE SHADOW -THE SHADOW -TH

-- AN INDIVIDUAL WHOSE SEEMINGLY ENDLESS WAR ON CRIME AND ITS DENIZENS HAS SPANNED OVER FIFTY YEARS.

WHO WAS THIS MYSTERY-SHROUDED CREATURE OF THE NIGHT?

WHERE DID HE COME FROM -- AND WHY?









































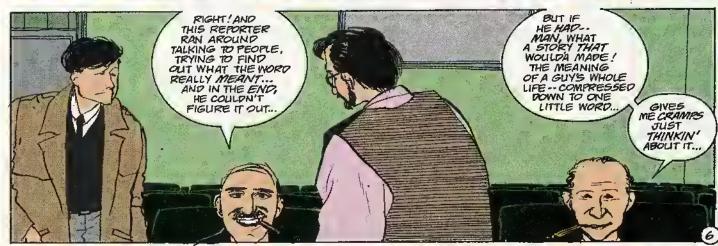






































SOMEONE WILL DIE BECAUSE THE JOKER WANTS REVENGE. BUTYOU CAN PREVENT IT. BATMAN 426 AND 4 BOTH ON-SALE IN SE EPREMBER.

















PERHAPS THERE
CAN BE SOME
THERAPEUTIC
VALUE TO THIS-PERHAPS BY GOING
OVER HARRY'S PAST
WITH THE SHADOW,
HE CAN DRAW
SOME NEW
CONCLUSIONS...

IT SEEMS A
TRIFLE
UNORTHODOX,
BUT THE RESULTS MAY INDEED
BE USEFUL...

... AND CHEAPER THAN THE ELECTRASHACK THERAPY I WAS ABOUT TO SUGGEST...

















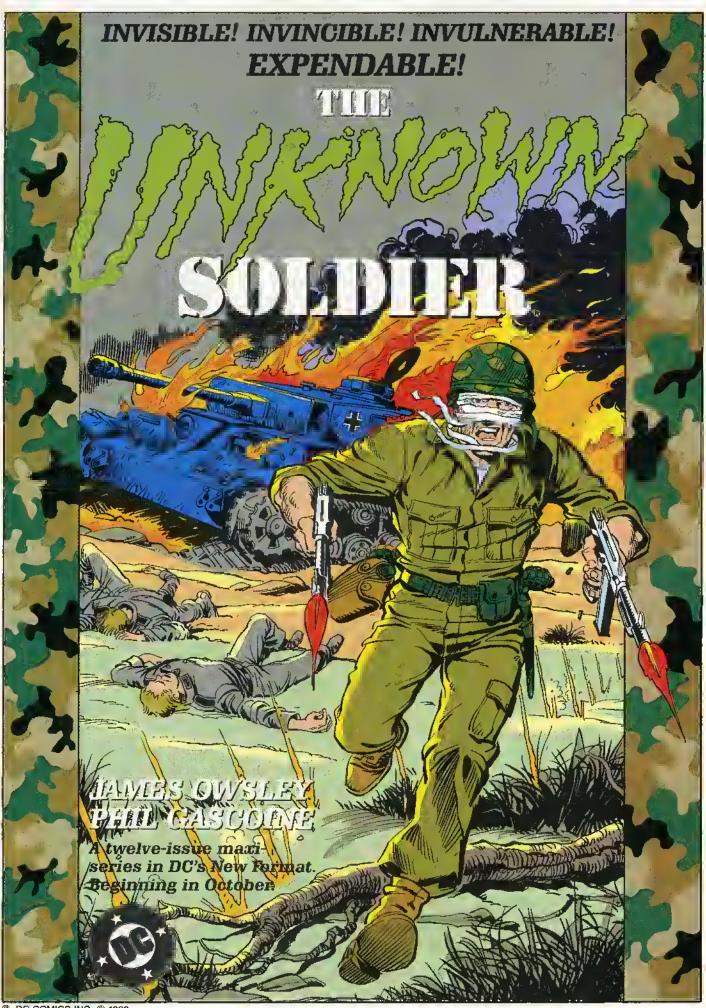


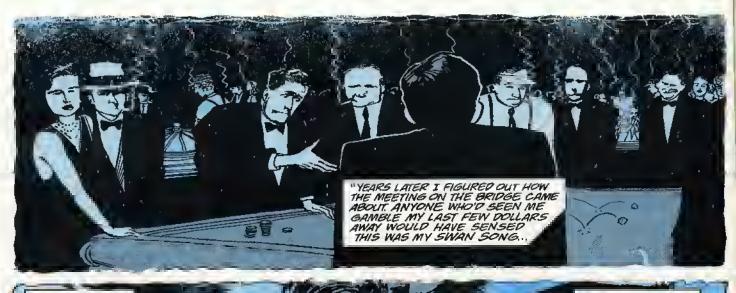




















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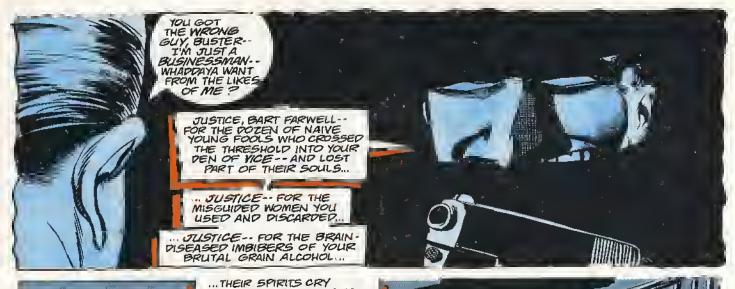










































































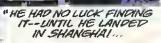




"AFTER THE WAR HE WAS REWARED FOR HIS SERVICE-AND AFTER THEY GOT FINISHED PHNING MEDALS ON HIM, THEY TOLD HIM THE PLANE WAS HIS TO KEEP



BUT WITH NO BATTLES LEFT TO FIGHT, HE LOST HIS SENSE OF PURPOSE. HE FLEW THAT PLANE ARCUND THE WORLD, LOOKING FOR THE ACTION AND ADVENTURE THE WAR HAD GIVEN HIM...



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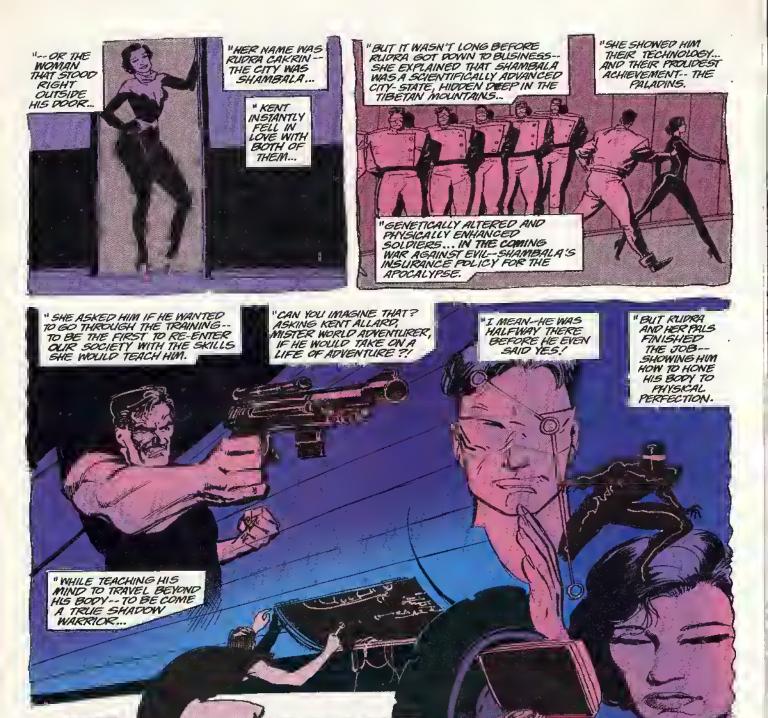












"OF COURSE, OLD HABITS
PIED HARD... SO WHEN
HE WASN'T IN TRAINING,
KENT WAS BUSY REBUILDING HIS PLANE, FOR
THE PAY HE'D RETURN
TO THE WEST...

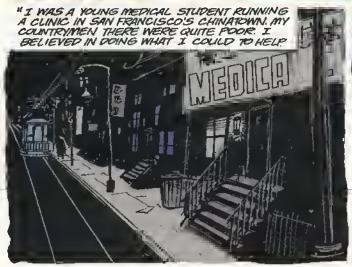




































































GLAD T'HEAR IT, RUPE -- BOUT TIME SOMEONE THOUGHT OF DOING A BOOK ON THE MASTER...'COURSE, I WOULD'A DONE IT YEARS AGO MYSELF, BUT I AIN'T TOO GOOD WITH WORDS...



















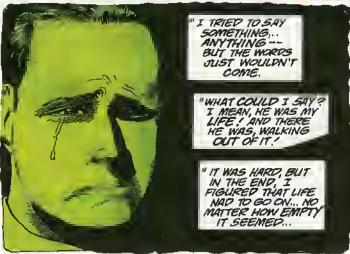














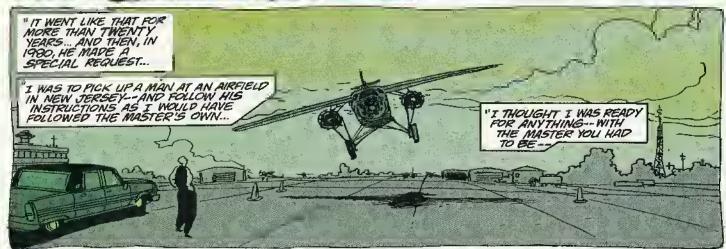








"AND I DID. EVERY NIGHT I READ HIM THE PAPERS. COVER TO COVER -- THE FUNNIES EVEN ... BUT HE ALWAYS WANTED MORE.

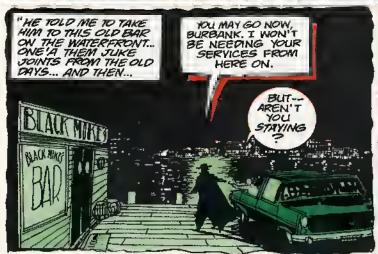
















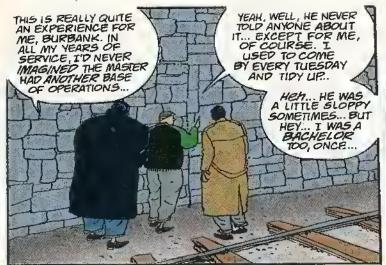






























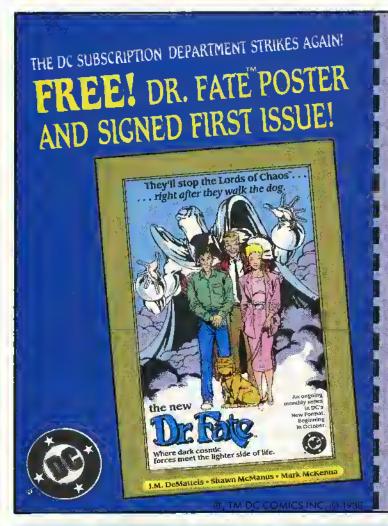












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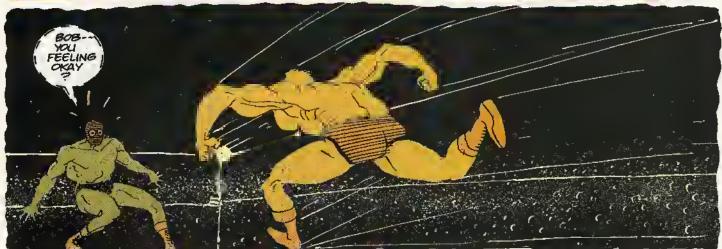




























































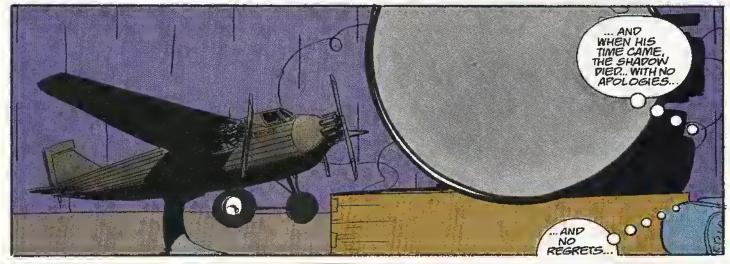














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